

FIG. 1

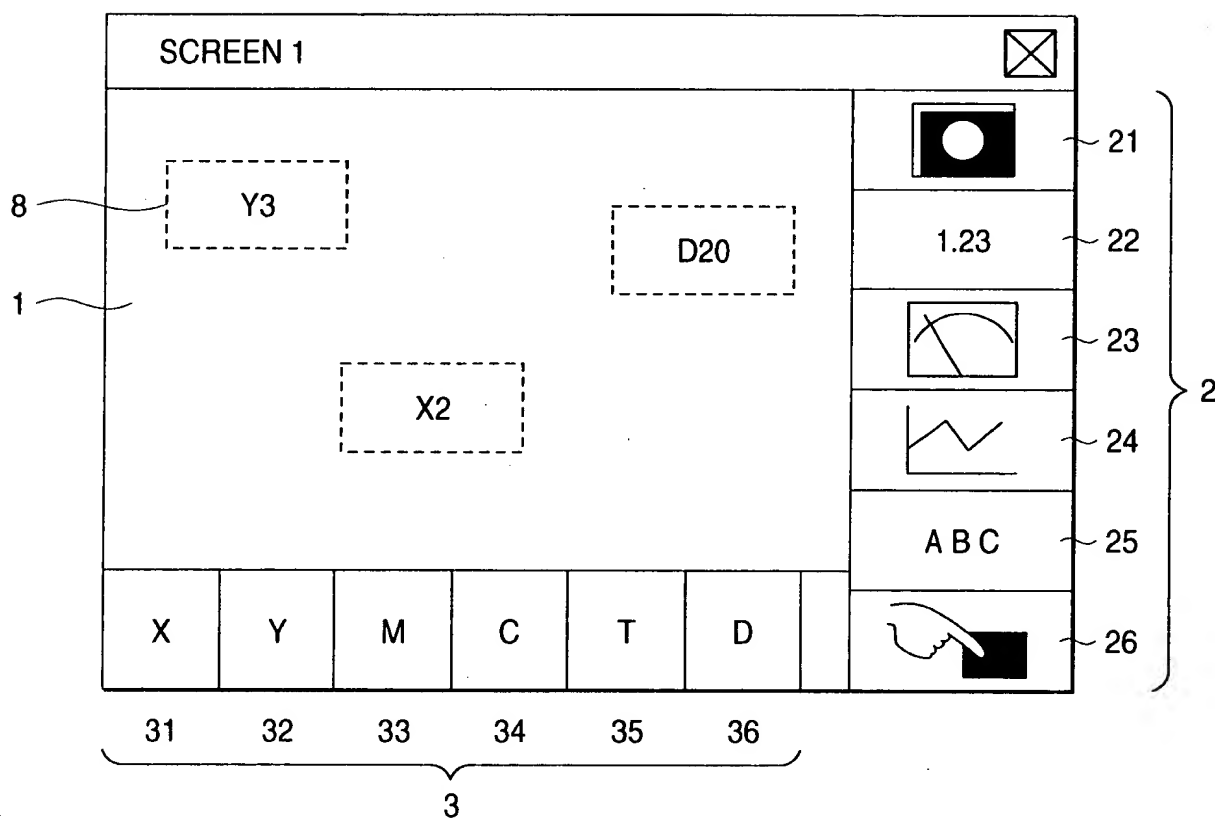


FIG. 2

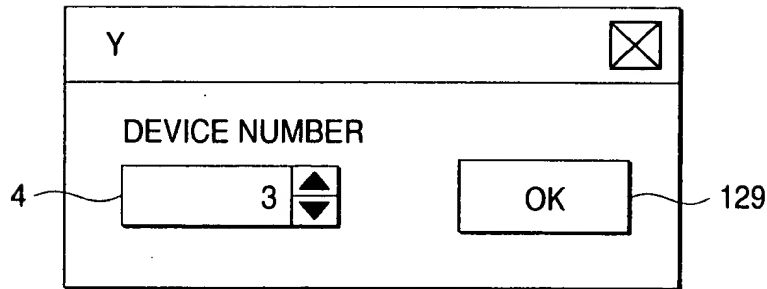


FIG. 3

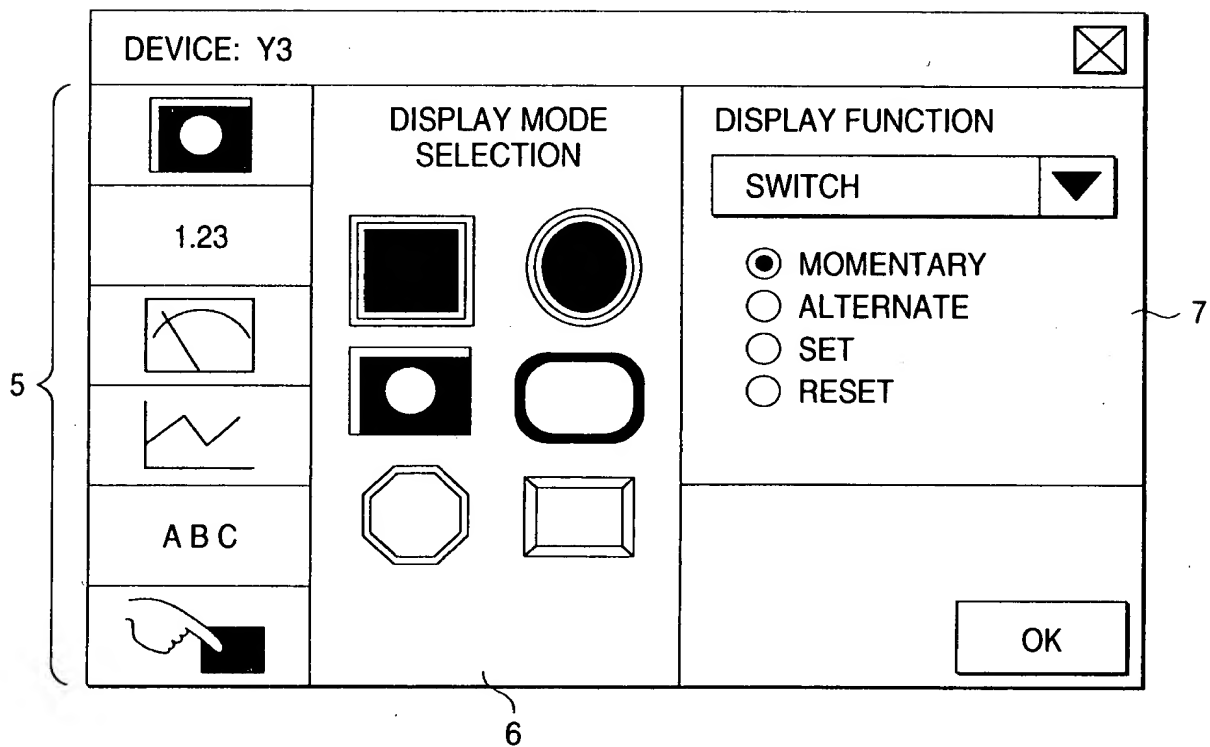


FIG. 4

DISPLAY SCREEN

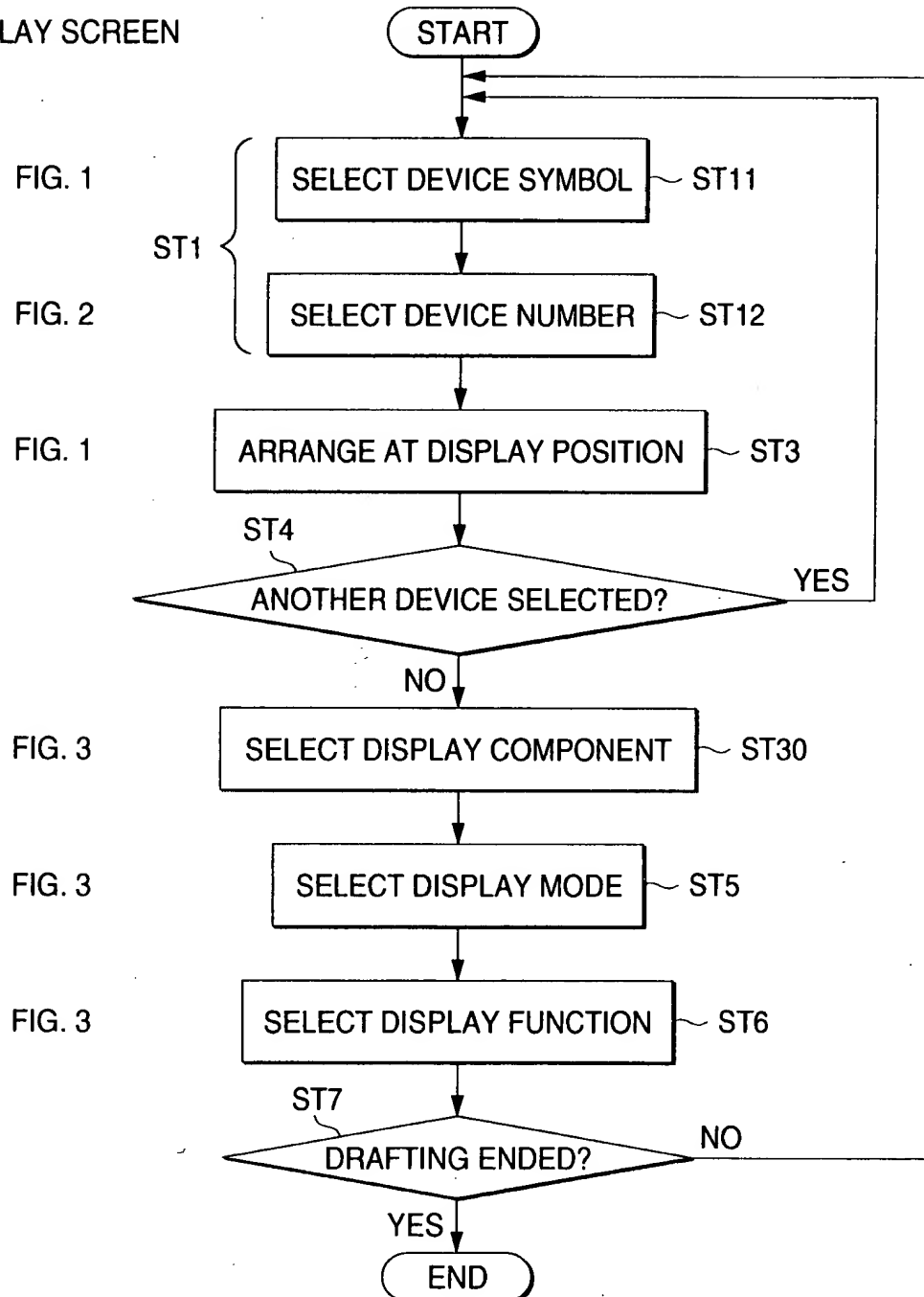


FIG. 5

4

DEVICE: Y

DEVICE NUMBER 3

5

1.23

ABC

6

DISPLAY MODE SELECTION

DISPLAY FUNCTION

SWITCH

☒ MOMENTARY

☐ ALTERNATE

☐ SET

☐ RESET

7

OK

FIG. 6

DISPLAY SCREEN

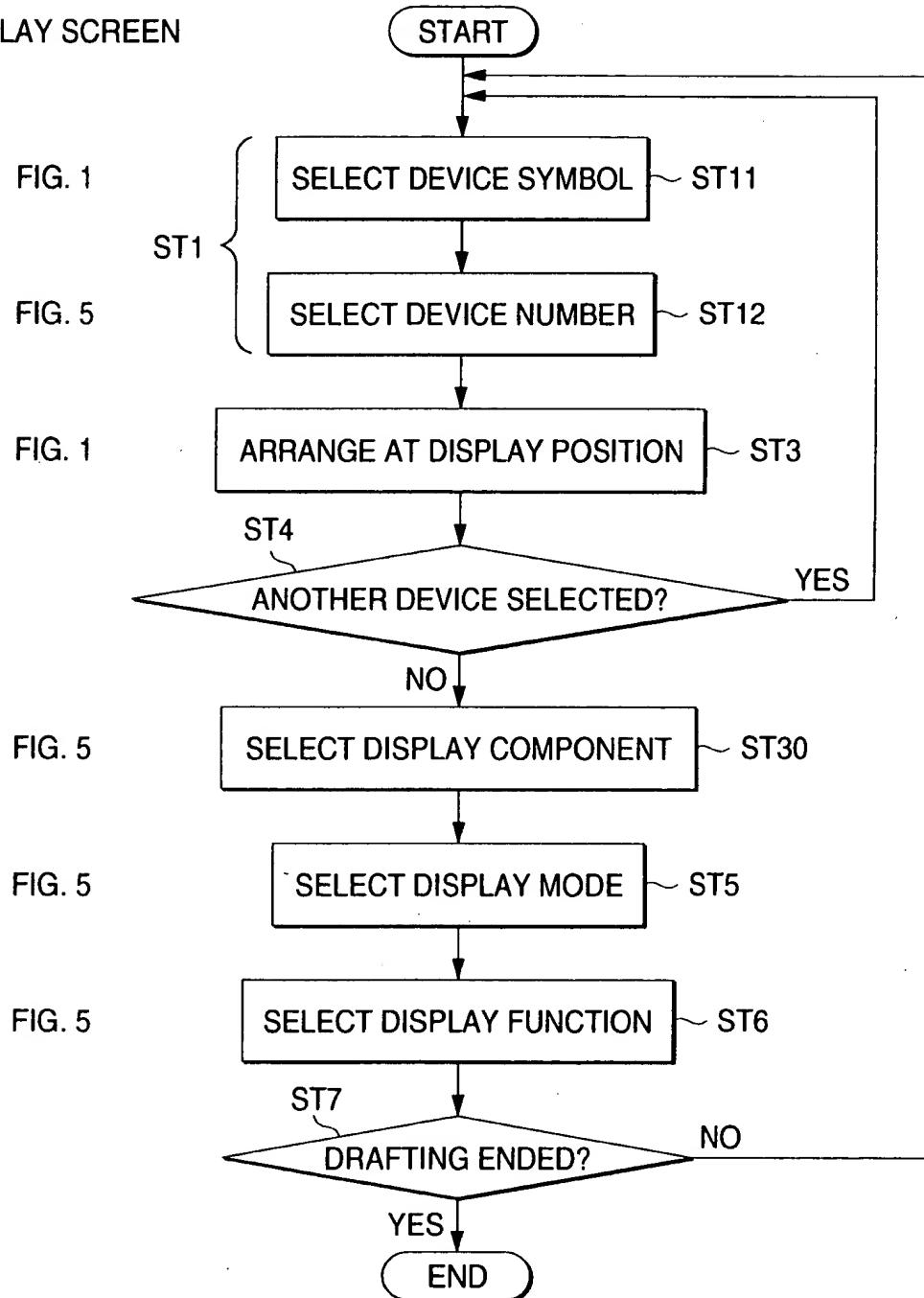


FIG. 7

DISPLAY SCREEN

FIG. 1

FIG. 5

FIG. 5

FIG. 5

FIG. 5

FIG. 1

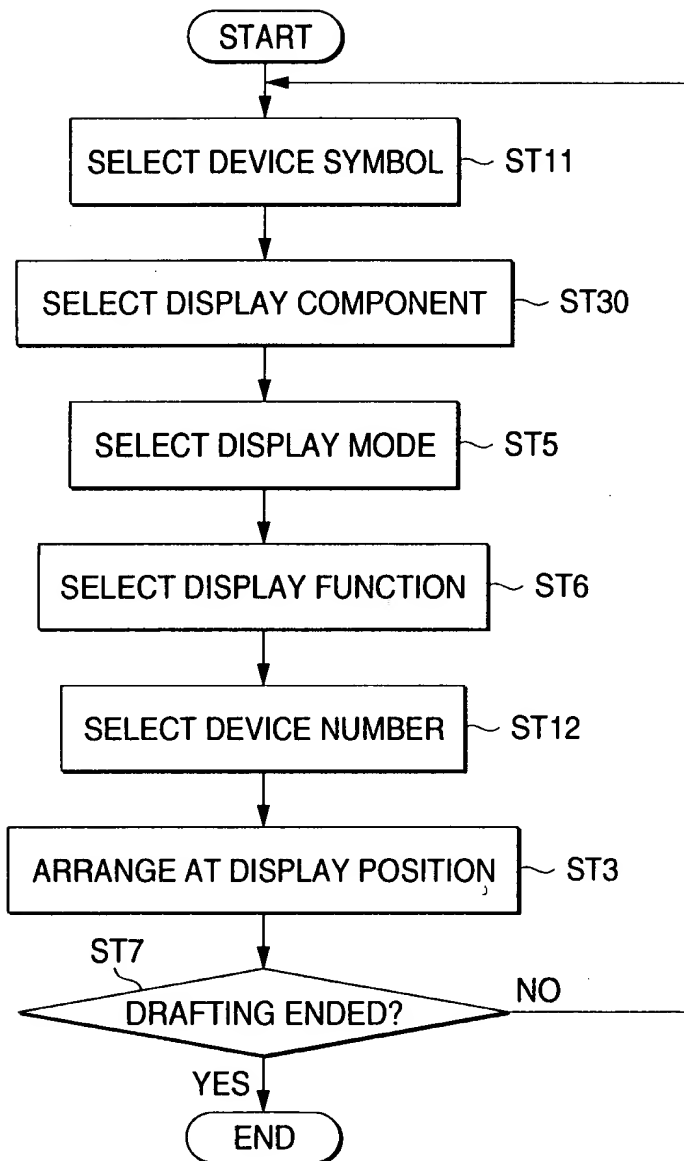


FIG. 8

DISPLAY SCREEN

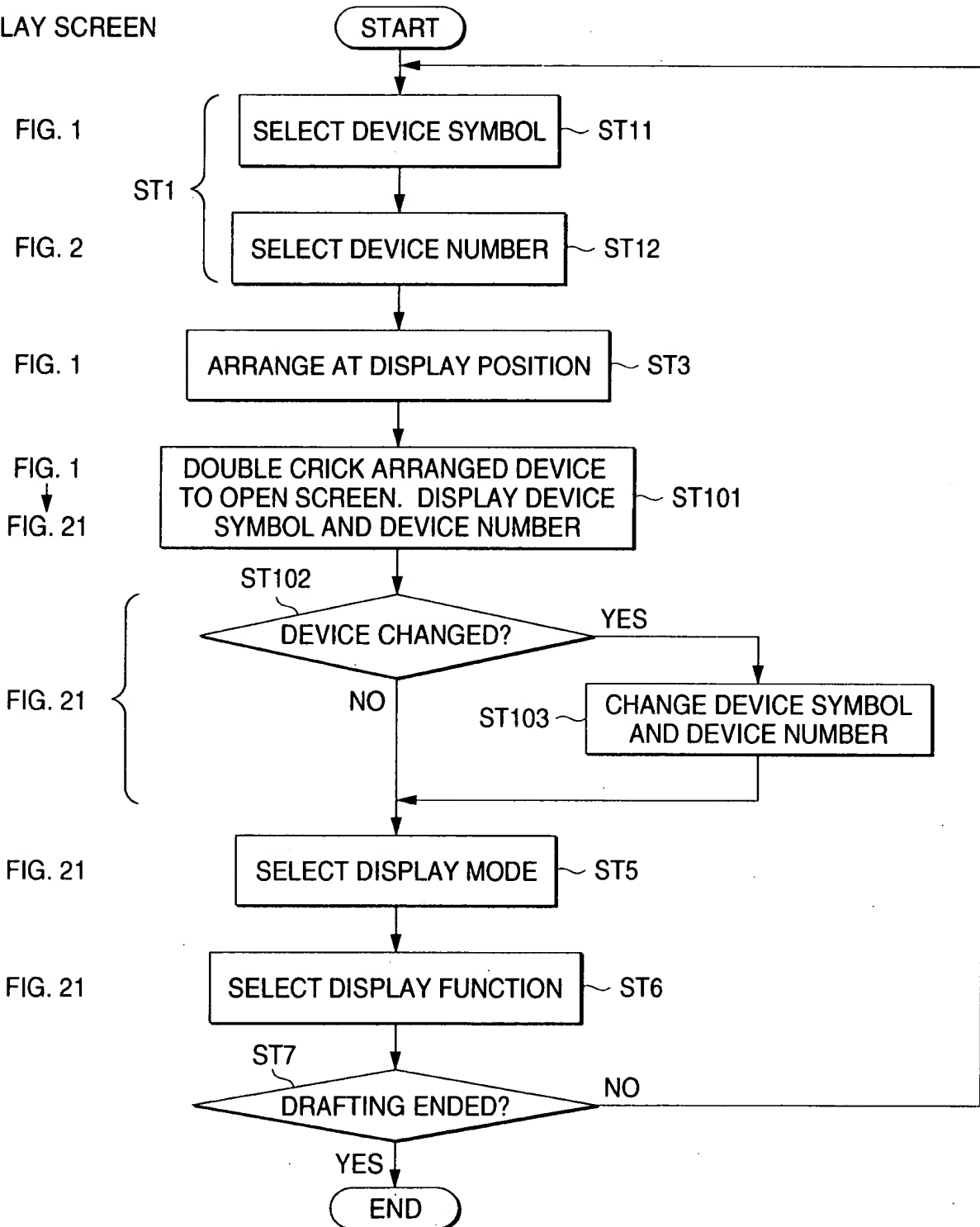


FIG. 9

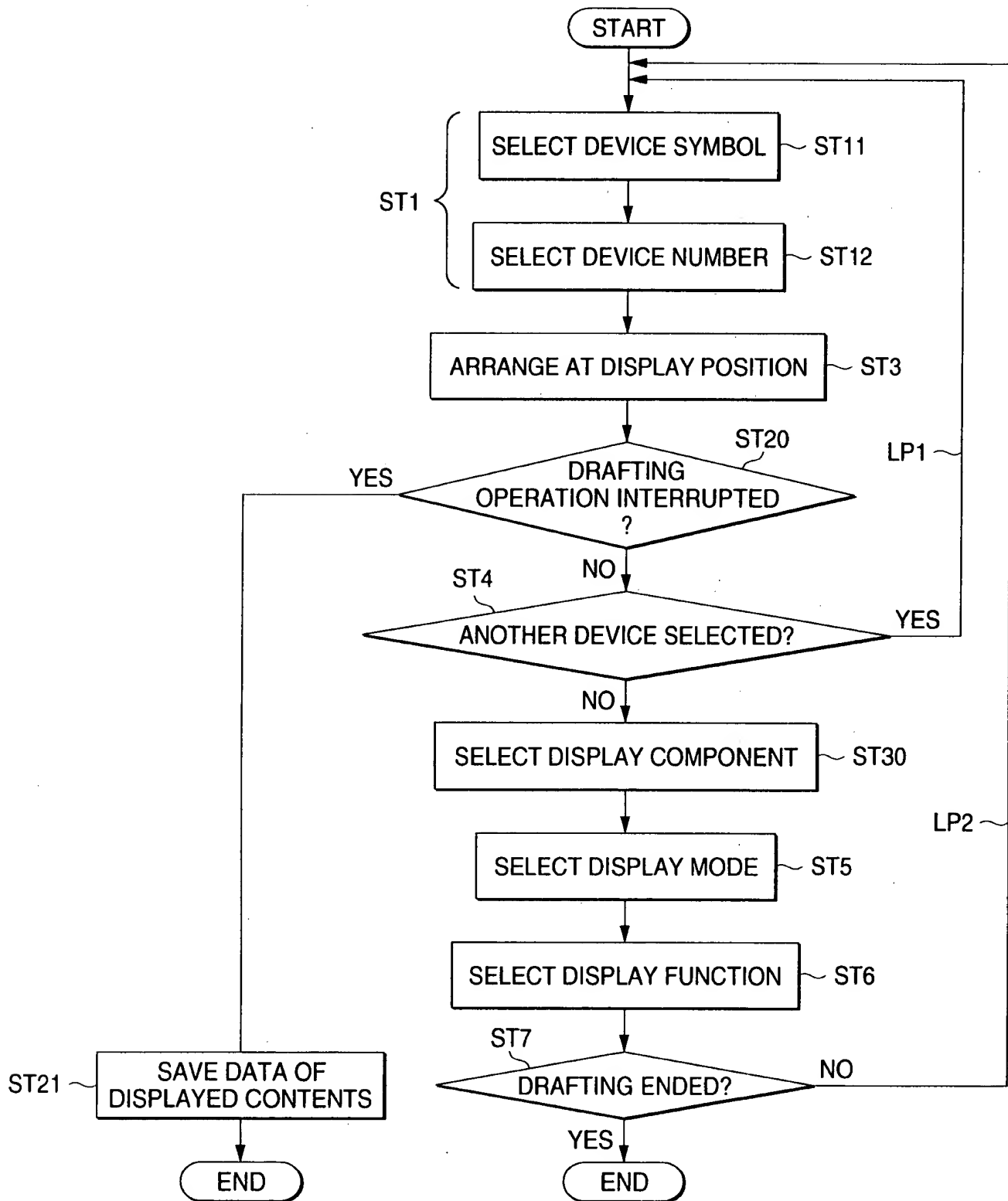




FIG. 10

DEVICE SYMBOL	→	Y	
DEVICE NUMBER	→	3	
DISPLAY POSITION X COORDINATE	→	1 2 3	
DISPLAY POSITION Y COORDINATE	→	2 3 4	
KIND OF DISPLAY COMPONENT	→	HUNG UP : FFFFh	~ 40: MEMORY
DISPLAY MODE	→	HUNG UP : FFFFh	~ 41: MEMORY
DISPLAY FUNCTION	→	HUNG UP : FFFFh	~ 42: MEMORY

FIG. 11

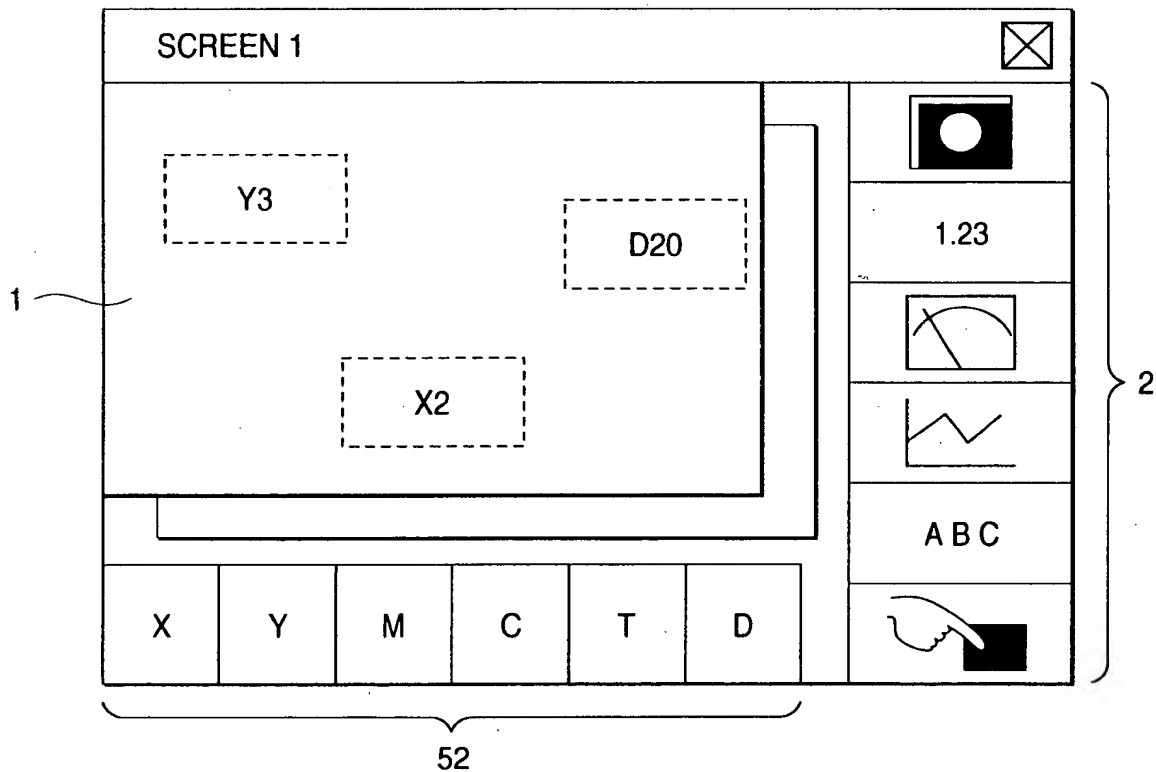


FIG. 12

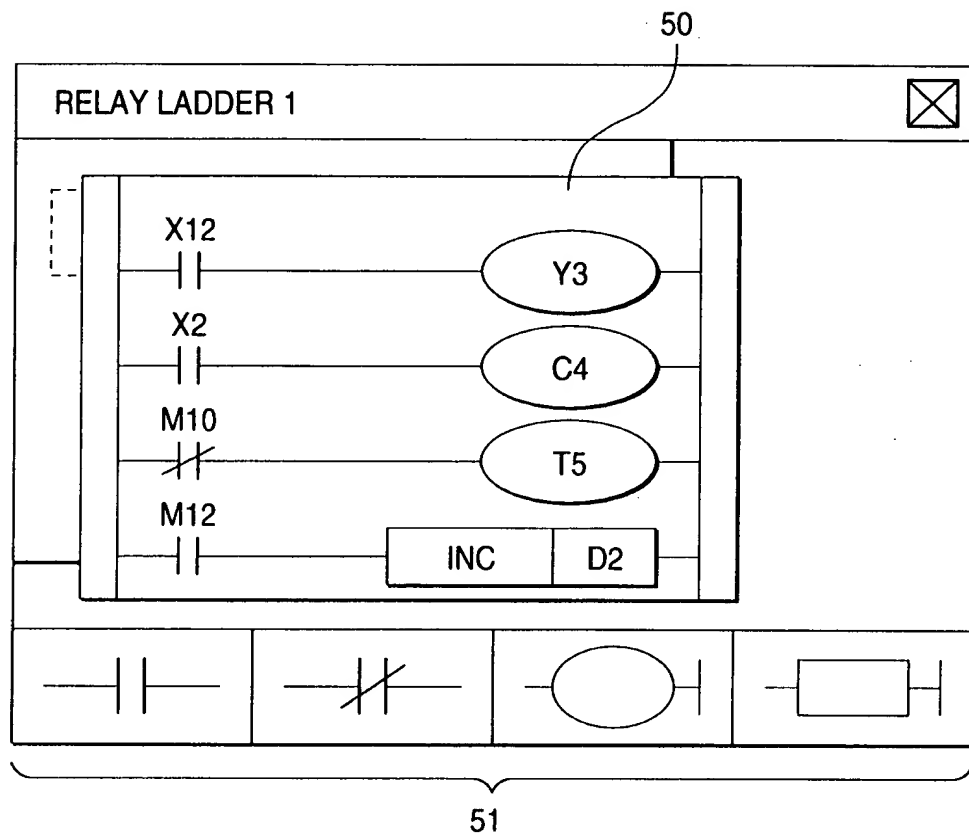


FIG. 13

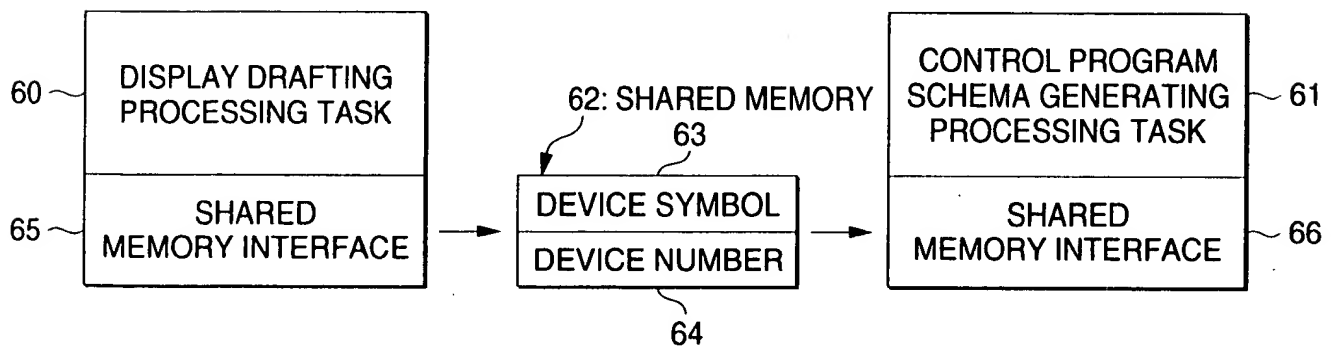


FIG. 14

Y

DEVICE NUMBER

4 3

COMMENT

70 ELECTRIC MOTOR DRIVING

OK

FIG. 15

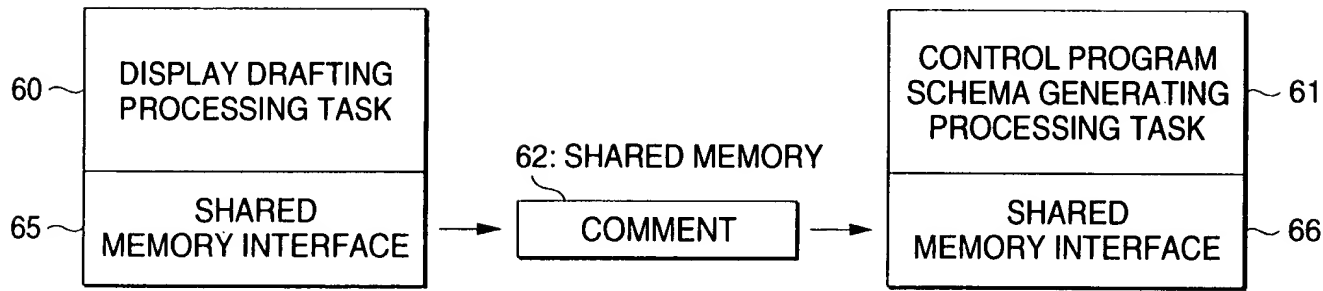


FIG. 16

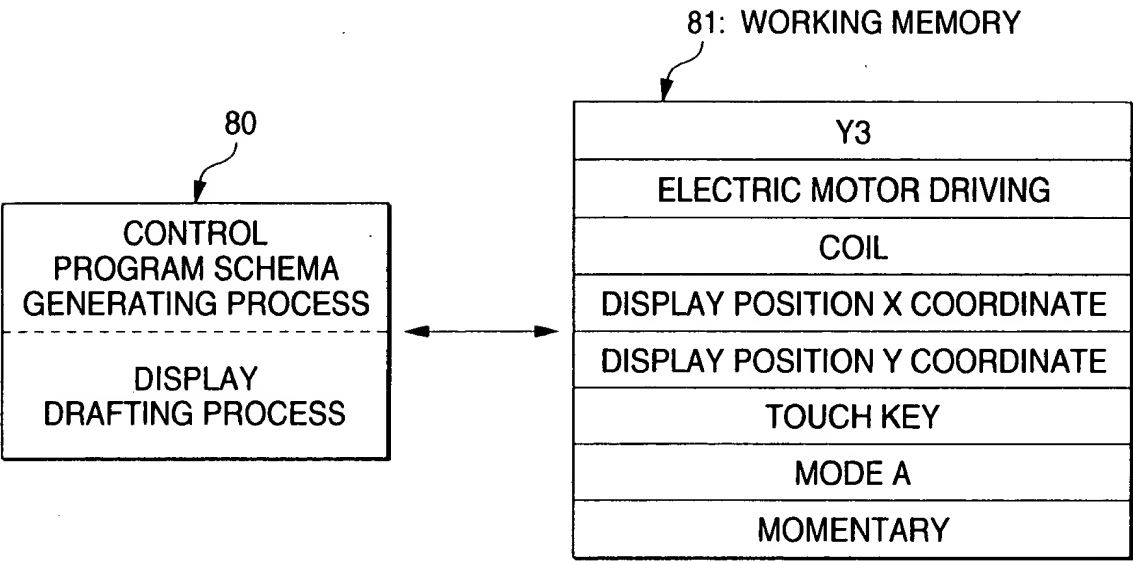


FIG. 17

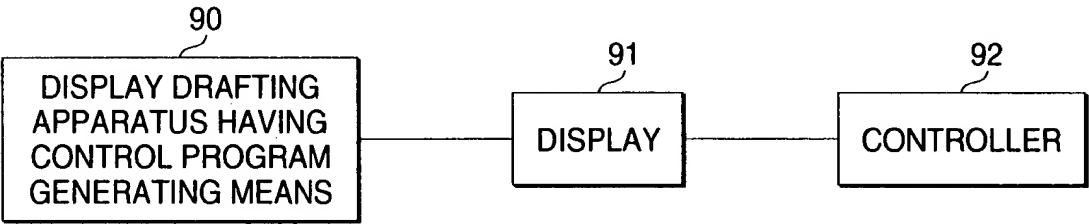


FIG. 18

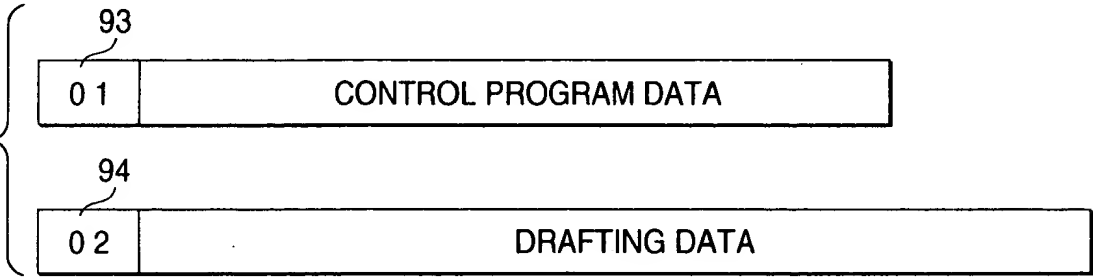


FIG. 19

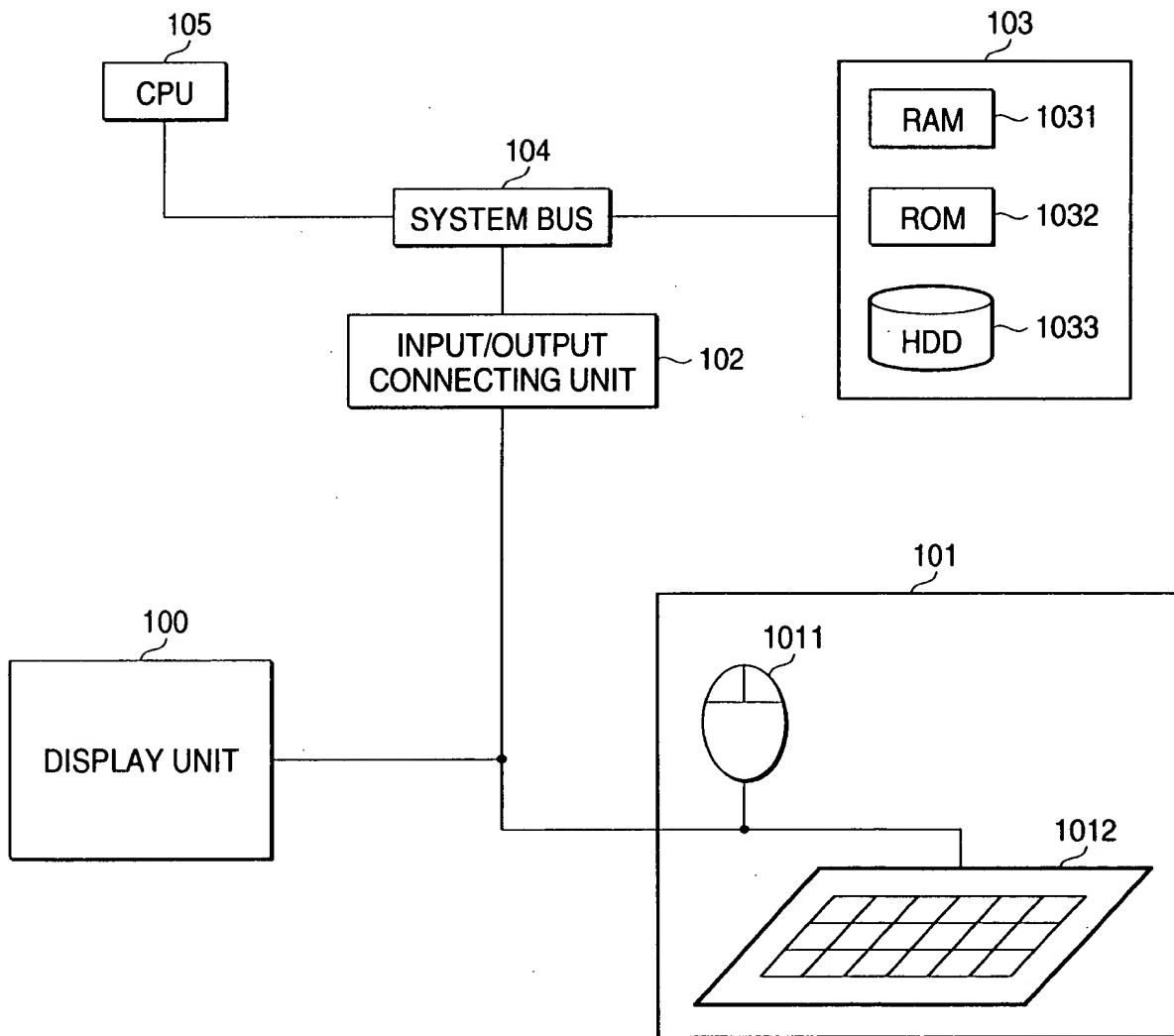


FIG. 20

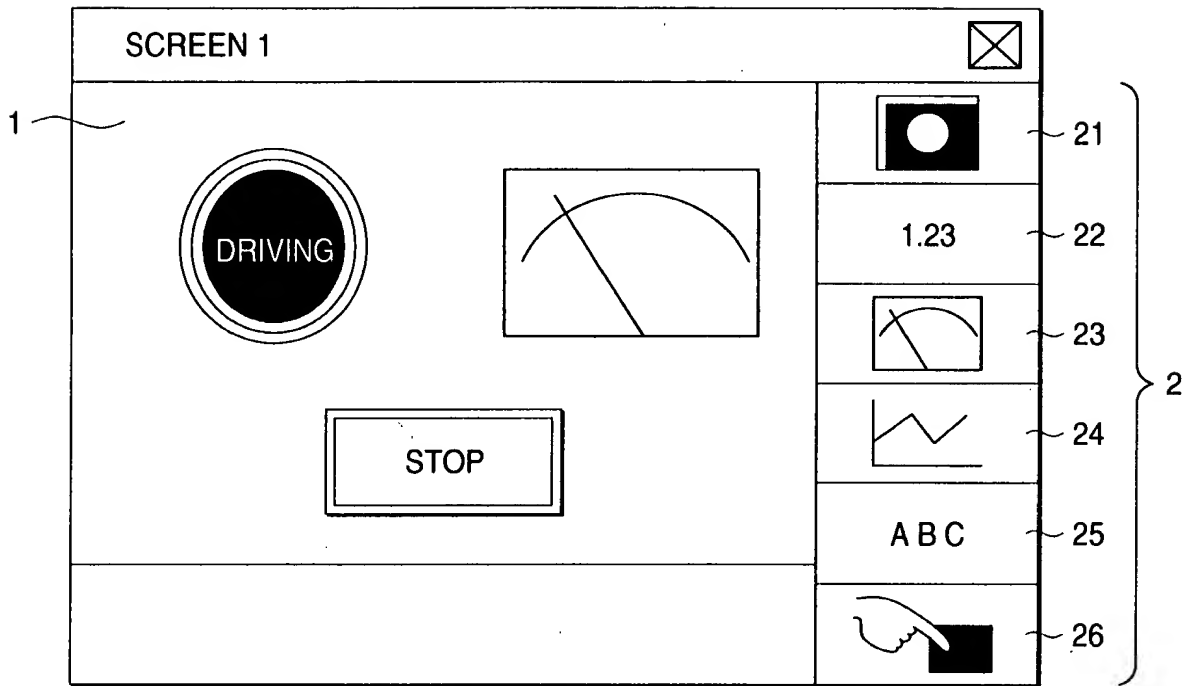


FIG. 21

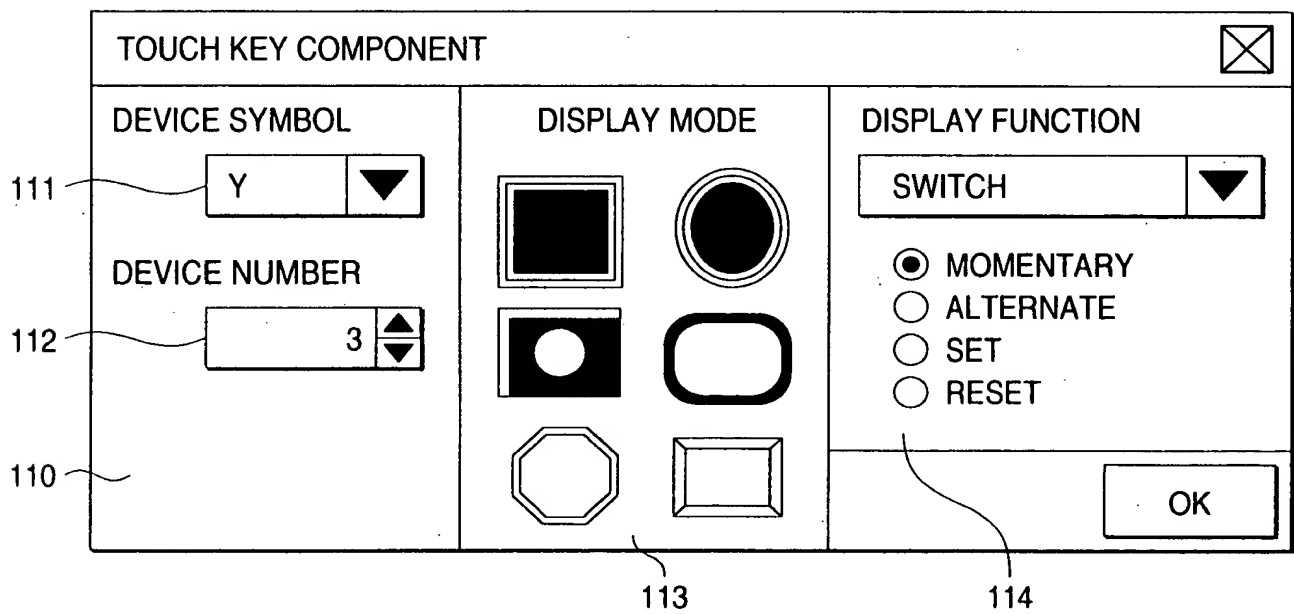


FIG. 22

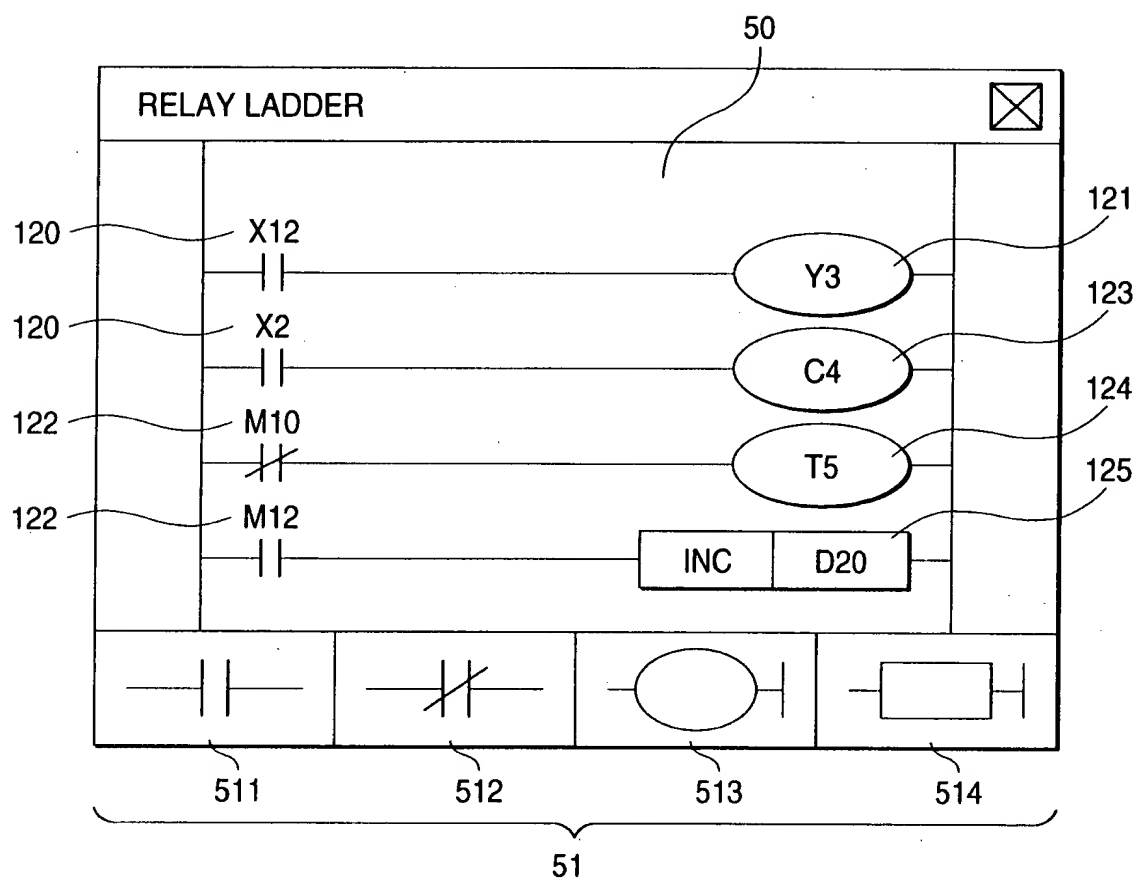


FIG. 23

The figure shows a window titled "A CONTACT" with a close button in the top right corner. The window contains two main input fields: "DEVICE SYMBOL" and "DEVICE NUMBER". The "DEVICE SYMBOL" field has a dropdown menu with options X, Y, M, C, and T. The "DEVICE NUMBER" field has a text input showing "12" and a spinner control. An "OK" button is located in the bottom right corner. Reference numerals 126, 127, 128, and 129 point to the window frame, the device symbol dropdown, the device number field, and the OK button, respectively.

A CONTACT	
DEVICE SYMBOL	DEVICE NUMBER
X ▼	12 ▲▼
Y	
M	
C	
T	
OK	



FIG. 24

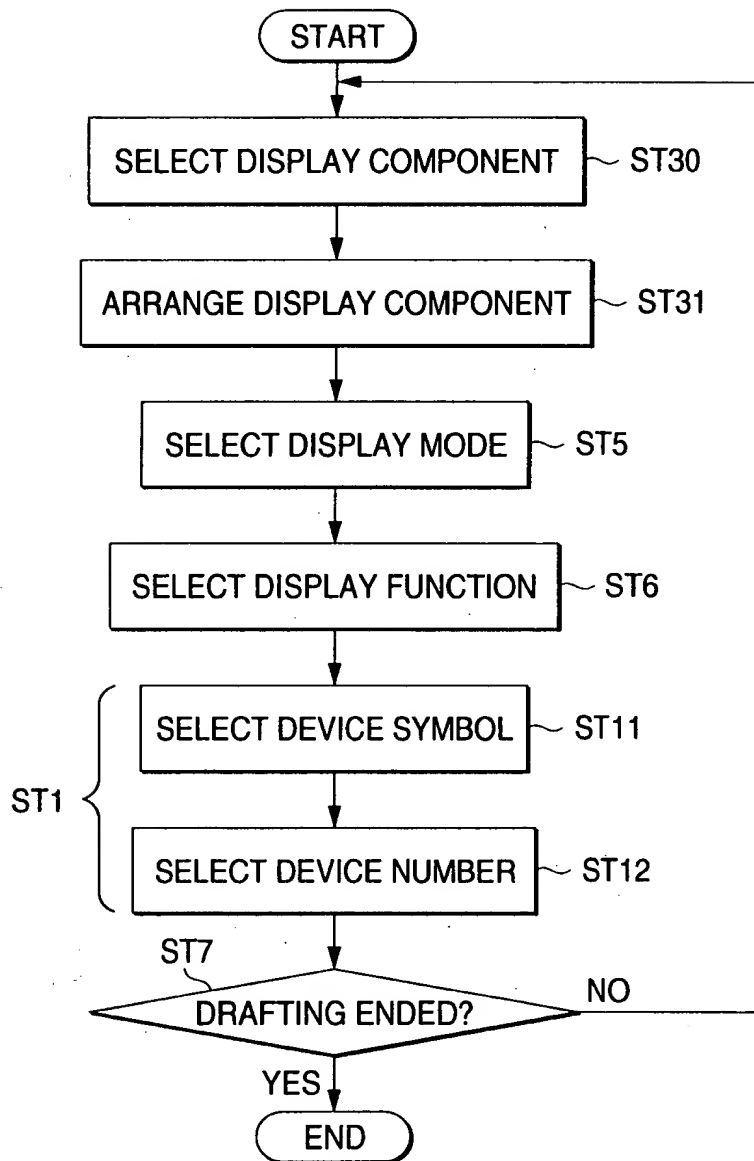


FIG. 25

